



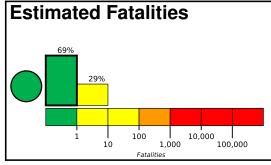


PAGER Version 7

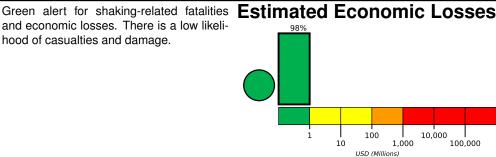
Created: 1 day, 9 hours after earthquake

M 4.2, 1km SE of Sylmar, CAOrigin Time: 2020-07-30 11:29:29 UTC (Thu 04:29:29 local)
Location: 34.3017° N 118.4383° W Depth: 8.8 km

FOR TSUNAMI INFORMATION, SEE: tsunami.gov



and economic losses. There is a low likelihood of casualties and damage.



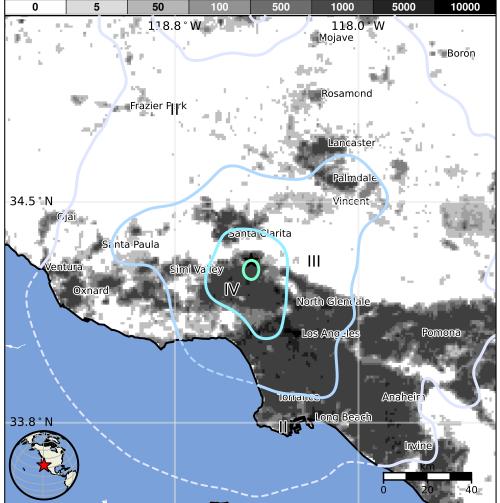
Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		1,723k*	13,405k	2,259k	251k	24k	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVE	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan



PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

Structures

Overall, the population in this region resides in structures that are highly resistant to earthquake shaking, though some vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

Historical Earthquakes

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1991-06-28	39	5.6	VI(1,267k)	1
2003-12-22	281	6.6	VI(8k)	2
1971-02-09	11	6.6	IX(21k)	65

Recent earthquakes in this area have caused secondary hazards such as landslides and liquefaction that might have contributed to losses.

Selected City Exposure

from GeoNames.org

MMI	City	Population
٧	San Fernando	24k
IV	Van Nuys	136k
IV	Sherman Oaks	53k
IV	North Hollywood	78k
IV	Northridge	68k
IV	Chatsworth	41k
III	Los Angeles	3,793k
II	Long Beach	462k
II	Anaheim	336k
II	Santa Ana	325k
II	Riverside	304k

bold cities appear on map.

(k = x1000)